



MIDWAY

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RAMPAGE

WORLD TOUR

INSTRUCTION
MANUAL



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NINTENDO 64



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**THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND
CONTROLLER PAK ACCESSORIES. BEFORE USING THE
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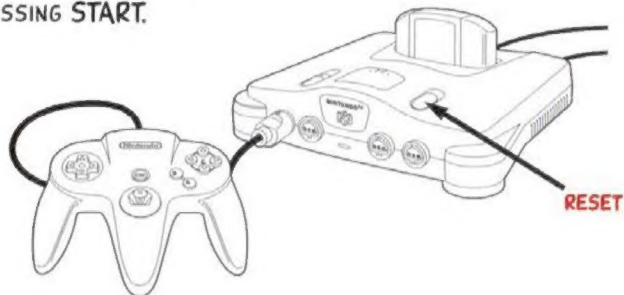
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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- TURN THE POWER OFF ON YOUR N64.
- INSERT THE GAME PAK INTO THE SLOT ON THE N64. PRESS FIRMLY TO LOCK THE GAME PAK IN PLACE.
- TURN THE POWER SWITCH ON. AFTER THE APPEARANCE OF THE TITLE AND LEGAL SCREENS, YOU MAY BYPASS AT ANY TIME BY PRESSING **START**.



CONTROLLER PAK MENU

PRESS AND HOLD THE **START BUTTON** UPON POWERING UP OR RESET TO ACCESS THE CONTROLLER PAK MENU. THIS WILL ALLOW YOU TO VIEW AND DELETE SAVED INFORMATION FROM A NINTENDO 64 CONTROLLER PAK.

CONTROL STICK FUNCTION

THE NINTENDO 64 CONTROL STICK USES AN ANALOG SYSTEM TO READ THE ANGLES AND DIRECTIONS OF ITS MOVEMENT. THIS ALLOWS PRECISION CONTROL THAT IS NOT POSSIBLE USING THE CONVENTIONAL CONTROL PAD.

WHEN TURNING THE CONTROL DECK POWER ON, DO NOT MOVE THE CONTROL STICK FROM ITS NEUTRAL POSITION ON THE CONTROLLER.



IF THE CONTROL STICK IS HELD AT AN ANGLED POSITION (AS SHOWN IN THE PICTURE ON THE LEFT) WHEN THE POWER IS TURNED ON, THIS POSITION WILL BE SET AS NEUTRAL. THIS WILL CAUSE GAMES USING THE CONTROL STICK TO OPERATE INCORRECTLY.



TO RESET THE NEUTRAL POSITION ONCE THE GAME HAS STARTED, LET GO OF THE CONTROL STICK SO IT CAN RETURN TO ITS CENTER POSITION (AS SHOWN IN THE PICTURE ON THE LEFT) THEN PRESS **START** WHILE HOLDING DOWN THE L AND R BUTTONS.

THE CONTROL STICK IS A PRECISION INSTRUMENT, MAKE SURE NOT TO SPILL LIQUIDS OR PLACE ANY FOREIGN OBJECTS INTO IT. IF YOU NEED ASSISTANCE, CONTACT NINTENDO CONSUMER ASSISTANCE AT 1-800-255-3700 OR YOUR NEAREST NINTENDO AUTHORIZED REPAIR CENTER.

CONTROLLER

BEFORE YOU BEGIN YOUR GAME FAMILIARIZE YOURSELF WITH THE CONTROLS.



MENU SELECTIONS

- CONTROL PAD OR CONTROL STICK UP, DOWN, LEFT OR RIGHT TO HIGHLIGHT OR TOGGLE OPTIONS
- PRESS THE **A** BUTTON TO SELECT OPTIONS
- PRESS THE **B** BUTTON TO GO BACK TO A PREVIOUS MENU.

PRESS **START** TO PAUSE THE GAME. TO QUIT A GAME IN PROGRESS, PRESS THE **START** BUTTON.

THE CONTINUE/QUIT MENU WILL APPEAR. SELECT "QUIT", THEN SELECT "YES" TO EXIT THE GAME, OR SELECT "CONTINUE" TO RETURN TO YOUR GAME.

DEFAULT CONTROLS

DEFAULT CONTROLLER CONFIGURATION



SEE **CONFIGURE CONTROLS**, PG. 11, FOR MORE INFORMATION REGARDING OTHER CONTROLLER CONFIGURATIONS.

WHAT'S THIS ALL ABOUT?

THE STORYLINE!

IT IS JUST BEFORE DAWN, IN THE SMALL ILLINOIS TOWN OF TOXIC HOLLOW. A DEDICATED EMPLOYEE OF SCUMLABS INTERNATIONAL, THE WORLD'S FOREMOST TOXIC WASTE RECYCLER, PLACES AN URGENT VIDEO CONFERENCE CALL TO THE HEAD OFFICE. JUST AS SCUMLABS RESEARCH TECHNICIAN DR. BETTY VERONICA BEGINS VOICING HER CONCERNS REGARDING PLANT SAFETY, AN EXPLOSION ROCKS THE BUILDING! A GARBLED E-MAIL TRANSMISSION TO THE PRESS REVEALS THAT ALTHOUGH THREE TECHNICIANS HAVE BEEN INADVERTENTLY EXPOSED TO VOLATILE

TOXINS, THE GENERAL PUBLIC IS NOT AT RISK. THE THREE TECHNICIANS, KNOWN ONLY AS GEORGE, LIZZY AND RALPH, ARE NEXT SEEN RAMPAGING THROUGH THE STREETS OF DOWNTOWN PEORIA. PEORIA??!

GEORGE HAS BEEN TRANSFORMED INTO SOMETHING RESEMBLING A GIANT APE. LIZZY APPEARS TO BE A DINOSAUR (OF SORTS) AND RALPH, WELL, RALPH IS SOMETHING OUT OF A HORROR MOVIE!



THE TRIO DESTROYS ONE BUILDING AFTER ANOTHER UNTIL THE ENTIRE CITY LIES IN RUINS. THEIR APPETITE WHETTED, THE CREATURES TURN THEIR ATTENTIONS TO THE NEXT CITY ON THE HORIZON...

MEANWHILE, BACK IN WHAT'S LEFT OF THE LAB, DR. BETTY VERONICA GRIMLY ATTEMPTS TO DOCUMENT THE DEVASTATION. AS CITY AFTER CITY IS CRUSHED BENEATH THEIR MASSIVE FEET (PAWS? CLAWS?),

A SUDDEN INSIGHT CAUSES

VERONICA TO PHONE THE HEAD OFFICE WITH SOME UNPLEASANT NEWS: THE CREATURES' GOAL SEEMS TO BE TO WIPE SCUMLABS FROM THE FACE OF THE EARTH!

SCUMLABS C.E.O., EUSTAS DEMONIC, REMAINS UNRUFFLED; EVEN SMILING AS WORD OF THE DESTRUCTION OF THE SCUMLABS EASTERN SEABOARD FACILITY REACHES HIS EARS.





"MAKING TOXIC WASTE PALATABLE" IS NOT SCUMLABS ONLY BUSINESS! THERE ARE A NUMBER OF DEFENSE CONTRACT PROTOTYPES THAT HE HAS BEEN ITCHING TO TEST.

(NOT SURPRISINGLY, HE IS



ALSO RUMORED TO HAVE SOME HEAVY UNDERWORLD CONNECTIONS.) AND SO IT GOES...

THE TRIO CONTINUES THEIR RAMPAGE. THE SINGLE MINDED (IF DIMWITTED), RELENTLESS RAMPAGE TO RID THE WORLD OF SCUMLABS INTERNATIONAL, VERSUS, EUSTAS DEMONIC'S DEADLIEST WEAPONS OF DESTRUCTION, WITH MANKIND SMACK DAB IN THE MIDDLE!



MAIN MENU

BEFORE YOU GO STOMPIN' AND CHOMPIN', CHECK OUT THE FOLLOWING OPTIONS AND SET UP THE GAME THE WAY YOU WANT!

START GAME

SELECT THIS OPTION TO GO STRAIGHT TO THE MONSTER SELECTION SCREEN (SEE **MONSTER SELECTION**, PG. 14). YOUR WORLD TOUR IS ABOUT TO BEGIN!



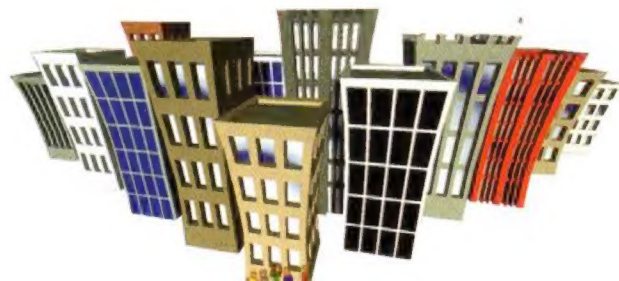
GAME MODE

PRESS THE **CONTROL PAD LEFT** OR **RIGHT** TO CYCLE **ONE PLAYER**, **TWO PLAYERS** OR **THREE PLAYERS**. IN MULTI-PLAYER MODE, ALL PLAYERS WILL TEAM UP TO DESTROY EVERYTHING IN SIGHT. THIS DOESN'T MEAN YOU CAN'T GIVE YOUR BUDDY A KICK OR PUNCH NOW AND THEN TO KEEP HIM ON HIS TOES!

NOTE: AT POWER UP, THERE SHOULD BE ONE CONTROLLER CONNECTED FOR EACH PLAYER.

CONTROLLER CONFIG

SELECT A CONTROLLER CONFIGURATION FOR **PLAYER 1**, **PLAYER 2** AND **PLAYER 3**. SEE **CONFIGURE CONTROLS**, NEXT PAGE, FOR MORE DETAILS.



CONFIGURE CONTROLS

RAMPAGE WORLD TOUR ALLOWS YOU TO MAKE CHANGES TO THE GAME'S DEFAULT CONTROLLER CONFIGURATION. THE PROCESS IS NOT ROCKET SCIENCE, BUT WE'LL GO THROUGH IT ANYWAY. PRESS THE **CONTROL PAD UP** OR **DOWN** TO HIGHLIGHT THE FUNCTION YOU WANT TO MODIFY. THEN PRESS THE BUTTON YOU WANT TO USE TO CONTROL THAT FUNCTION. REPEAT THE PROCESS TO ADJUST OTHER CONTROLS. OK, YOU'RE GOOD TO GO!



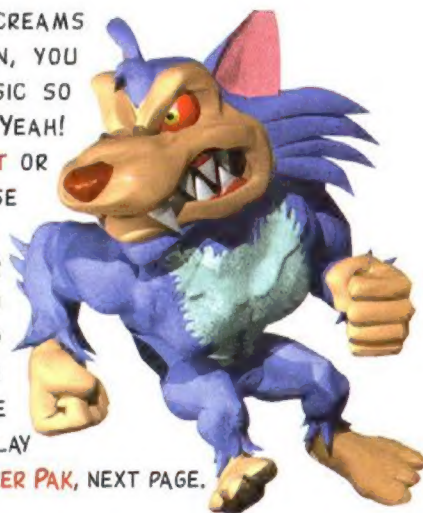
SFX VOLUME

IF THE SCREAMS OF TERRIFIED, INNOCENT CITIZENS IS TOO MUCH FOR YOU TO TAKE, PRESS THE **CONTROL PAD LEFT** OR **RIGHT** TO REDUCE OR INCREASE THE SOUND EFFECTS VOLUME.

MUSIC VOLUME

AND, IF YOU DON'T MIND THE SCREAMS OF THE TERRIFIED POPULATION, YOU CAN ALWAYS LOWER THE MUSIC SO YOU CAN HEAR THEM BETTER.. YEAH! PRESS THE **CONTROL PAD LEFT** OR **RIGHT** TO REDUCE OR INCREASE THE MUSIC VOLUME.

NOTE: IF YOU HAVE A CONTROLLER PAK INSERTED IN YOUR NINTENDO 64 CONSOLE, YOUR MODIFIED CONTROLLER CONFIGURATION CAN BE AUTOMATICALLY SAVED FOR THE NEXT TIME YOU POWER UP AND PLAY THE GAME. COOL! SEE **CONTROLLER PAK**, NEXT PAGE.



CONTROLLER PAK

USE YOUR CONTROLLER PAK TO SAVE OPTION CONFIGURATIONS AND YOUR GAME IN PROGRESS. HERE'S HOW:

AUTO SAVE

WHEN YOU ENABLE THE **AUTO SAVE** OPTION, THE GAME WILL SAVE YOUR LAST COMPLETED LEVEL. THE DEFAULT SETTING IS **DISABLED**. SET THIS OPTION TO **ENABLED** TO LET THE GAME AUTOMATICALLY SAVE YOUR ACHIEVED LEVEL AND YOUR OPTION CONFIGURATIONS. GAMES ARE SAVED AT THE END OF A COMPLETED LEVEL.



RESTORE OPTIONS

SELECT THIS OPTION TO RESTORE YOUR SAVED OPTIONS FROM THE CONTROLLER PAK.

SAVE OPTIONS

AFTER YOU'VE SET THE GAME'S OPTIONS THE WAY YOU WANT, YOU CAN SELECT THIS OPTION TO MANUALLY SAVE THEM TO YOUR CONTROLLER PAK.

RESTORE GAME

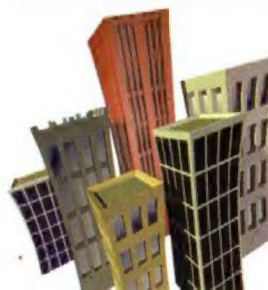
SELECT THIS OPTION TO RESTORE YOUR LAST SAVED GAME.

**NOTE: AUTO SAVE MUST BE
ENABLED TO SAVE A GAME.**

IMPORTANT WARNING

DO NOT REMOVE THE CONTROLLER PAK OR THE RUMBLE PAK FROM THE CONTROLLER UNLESS INSTRUCTED TO DO SO. DOING SO MAY CAUSE THE GAME TO OPERATE IMPROPERLY AND/OR CAUSE DAMAGE TO THE PAK,

(SEE **PAK SWAPPING**, NEXT PAGE, FOR MORE INFORMATION REGARDING THE SWAPPING AND REMOVAL OF THE RUMBLE PAK AND CONTROLLER PAK DURING GAMEPLAY)



PAK SWAPPING



BECAUSE **RAMPAGE WORLD TOUR** SUPPORTS BOTH THE **CONTROLLER PAK** AND THE **RUMBLE PAK**, **PAK SWAPPING** IS NECESSARY TO SAVE INFORMATION AND STILL ENJOY YOUR **RUMBLE PAK**. THIS IS HOW IT WORKS:



WITH YOUR **CONTROLLER PAK** SET TO **AUTO SAVE** (SEE **CONTROLLER PAK**, PG. 12), GAME INFORMATION IS AUTOMATICALLY SAVED AT THE CITY TITLE SCREEN DISPLAYED BEFORE EACH LEVEL.

IF YOU HAVE A **RUMBLE PAK** INSERTED IN YOUR **CONTROLLER** (USED ON THE PREVIOUS LEVEL), A MESSAGE WILL APPEAR STATING:

"TO SAVE, REMOVE RUMBLE PAK AND INSERT THE CONTROLLER PAK."
THE NEXT PROMPT STATES:

"TRY SAVE AGAIN? NO <OR> YES."



PRESS THE **CONTROL PAD LEFT** OR **RIGHT** TO SELECT **YES** OR **NO**.

IF YOU SELECT **NO**, THE GAME WILL CONTINUE ON TO THE NEXT LEVEL WITHOUT SAVING. IF **YES** IS SELECTED (AND YOU HAVE ALREADY INSERTED THE **CONTROLLER PAK**) TO SAVE THE GAME, IT SAVES THE GAME DATA THEN STATES,



"TO USE RUMBLE PAK, INSERT IT NOW."

AT THIS POINT, THE NEXT LEVEL WILL LOAD AND GAME PLAY UTILIZING THE **RUMBLE PAK** WILL CONTINUE.

NOTE: IF A **RUMBLE PAK** IS NOT BEING USED, **PAK SWAPPING** IS NOT NECESSARY.

MONSTER SELECTION

PRESS THE **CONTROL PAD LEFT** OR **RIGHT** TO HIGHLIGHT ONE OF THE 3 **HAPPY MONSTERS**. AS YOU HIGHLIGHT CHARACTERS, THEIR **GOOFY FACES** WILL APPEAR ON SCREEN. PRESS THE **CONTROL PAD UP** OR **DOWN** TO CHANGE THEIR COLOR. WHEN YOU'VE FOUND THE CHARACTER YOU WANT, PRESS THE **A BUTTON** TO SELECT.



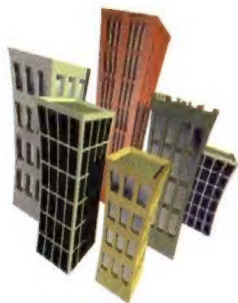
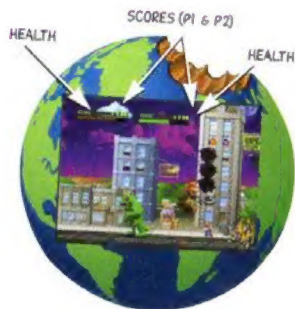
AFTER YOU'VE SELECTED YOUR **MONSTER**, THE **CITY SCREEN** WILL APPEAR. IT WILL SHOW THE NAME OF THE CITY YOU NEED TO DESTROY ALONG WITH ANY OTHER SPECIAL INFORMATION YOU NEED TO KNOW BEFORE YOU CAUSE \$MILLIONS\$ IN DAMAGE!



THE MADNESS!

THE MAIN GAME SCREEN INFORMATION IS SIMPLE TO VIEW WHILE YOU DESTROY AND EAT. A **SCORE** AND **HEALTH BAR** ARE DISPLAYED ON SCREEN FOR EACH MONSTER. AS YOU GET PUMMELED BY BULLETS AND OTHER DANGEROUS PROJECTILES, YOUR **HEALTH** WILL DIMINISH. TO BOOST YOUR **HEALTH**, CONTINUE TO CHEW UP INNOCENT, RUNNING, SCREAMING CITIZENS. BUT REMEMBER, SOME THINGS COULD MAKE

YOU PUKE OR DAMAGE YOUR HEALTH, SO BEFORE YOU EAT IT, SNIFF IT!



POWER UPS



MORE TIME



WORLD TOUR



HOT LOOGIE



DEATH BREATH



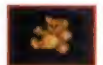
MORE POWER

GEORGE

LIZZY

RALPH

THESE 6 POWER UPS ARE SPECIFIC TO EACH OF THESE CHARACTERS.



SECURITY BONUS

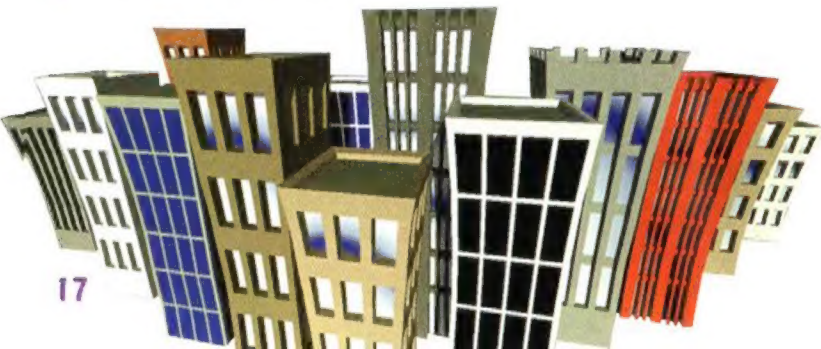


MEGA FOODS



HINTS

- ✓ GOOD FOOD RESTORES HEALTH. BAD FOOD MAKES YOU PUKE.
- ✓ LOOTING EARNS POINTS!
- ✓ LOOK FOR FOOD BEHIND OPEN OR UNUSUAL WINDOWS.
- ✓ MOST SCUMLABS ARE ABROAD.
- ✓ SPIN FLAGS FOR WORLD TOUR.
- ✓ EAT PURPLE OOZE TO MUTATE.
- ✓ LET FIRES BURN DOWN BUILDINGS FOR YOU.
- ✓ KEEP OUT OF DEEP WATER.
- ✓ HOLD DOWN AND JUMP BUTTON TO BLOCK OTHER PLAYERS' ATTACKS.
- ✓ HIT KICK BUTTON TO USE BONUS POWERS.
- ✓ HOLD CONTROL STICK DOWN AND HIT JUMP TO ROOFTOP STOMP.
- ✓ TAPPING JUMP WHILE IN THE AIR WILL SLOW YOUR DESCENT.
- ✓ PUNCH LIKE MAD TO WIN A GRAPPLE!



CAST OF CHARACTERS



GEORGE, LIZZY & RALPH.
THE HEROES OF THIS SAGA!



DR. BETTY VERONICA.
THE SCIENTIST SEARCHING FOR THE TRUTH!



"V.E.R.N"
VIOLENT, ENRAGED AND RADIOACTIVE NEMESIS!



"BEELZEBORG"
SCUMLAB'S "URBAN PACIFICATION" DREADNOUGHT!



"FLYING TOASTERS"
THE SCUMLAB "AIRBORNE
ASSAULT" SQUADRON!



EUSTAS DEMONIC.
GREEDY SLEAZEBALL
WITH UNDERWORLD
CONNECTIONS!



DESTRUCTION POINTS

EACH TIME YOU DESTROY A CITY, THE SCORING SCREEN WILL BRIEFLY APPEAR WITH AN UPDATE OF YOUR MONSTER'S DESTRUCTION POINTS. SCORES ON THE CHALKBOARD ARE ACCUMULATED AND GIVEN IN THESE FIVE CATEGORIES:

PROPERTY DAMAGE

YOUR DAMAGE POINTS ARE MULTIPLIED BY 100 AND ADDED TO YOUR SCORE.



PEOPLE

THE MORE PEOPLE YOU EAT, THE HIGHER YOUR SCORE. PEOPLE POINTS ARE MULTIPLIED BY 200 AND ADDED TO YOUR SCORE.

FOOD

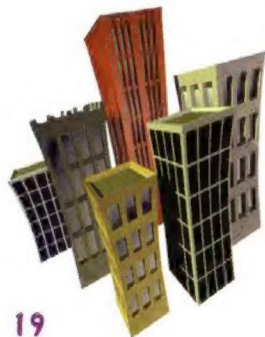
WHEN YOU MANAGE TO EAT SOME REAL FOOD, YOUR FOOD SCORE WILL BE MULTIPLIED BY 500 AND ADDED TO YOUR SCORE.

VEHICLES

DESTROY VEHICLES AND YOUR SCORE WILL BE MULTIPLIED BY 1000
AND ADDED TO YOUR TOTAL.

BUDDY BASHING

IF YOU HAVE ANY SPARE TIME WHILE SMASHING CITIES, GIVE YOUR BUDDY A SMACK OR TWO! IT'S NOT WORTH ANY POINTS, BUT AT LEAST YOU CAN BRAG A BIT IF YOU HIT HIM MORE THAN HE HITS YOU! SOMETIMES THE PLAYER WITH THE MOST BUDDY BASHING POINTS WILL GET A BONUS AT THE CHALKBOARD FOLLOWING EACH COMPLETED LEVEL.



HIGH SCORES

PLAYER 1

PLAYER 2

PLAYER 3

[illegible]

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